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[Active Face Tracking and Pose Estimation in an Interactive ... - Darrell, Moghaddam.. \(1996\)](#) [\(Correct\)](#) [\(18 citations\)](#)

unconstrained office environment with an active **foveated** camera. Using vision routines previously user's head and guide an active camera to obtain **foveated** images of the face. Faces are analyzed using a and selecting the one with the lowest residual **error** (or "distance-from-feature-space" DFFS) 1 If whitechapel.media.mit.edu/pub/tech-reports/TR-356.ps.Z

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Active Detection and Classification of Junctions by **Foveation** with a head-eye System Guided by the Scale-Space for robust solutions. In particular, simulated **foveation** 1 can be used to avoid the difficulties that interest point is associated with a localization **error**. An example illustrating these effects for a ftp.nada.kth.se/CVAP/scsp/papers/active-det-class-jcns.eccv92.long.ps.Z

[A Learning Stereo-Head Control System - Berthouze, Rougeaux, Kuniyoshi \(1996\)](#) [\(Correct\)](#) [\(2 citations\)](#)

based on a 4DOF gaze-platform equipped with **foveated** wide angle lenses has been recently implemented cameras equipped with the human-like wide angle **foveated** lenses described in [2]The redundancies approaches (direct inverse modeling and feedback **error** learning) and we justify our choice. Direct www.etl.go.jp/etl/robotics/Projects/CogRobo/Papers/isram\_96.ps.gz

[Emergence and Categorization of Coordinated Visual.. - Berthouze, Kuniyoshi \(1998\)](#) [\(Correct\)](#) [\(1 citation\)](#)

coordination for ESCHeR, a 4DOF redundant **foveated** robot-head, by interaction with its environment. to the Piagetian 'stage theory'Keywords: **Foveated** active vision, Oculomotor control, by interaction with its environment. A feedback-**error**learning (FEL)based distributed control provides www.etl.go.jp/etl/divisions/~berthouz/papers/berthouz\_kuniyoshi.ps.gz

[Foveation Techniques and Scheduling Issues in Thinwire Visualization - Chang \(1998\)](#) [\(Correct\)](#) [\(1 citation\)](#)

**Foveation** Techniques and Scheduling Issues in Thinwire

Dedication iv Acknowledgments v 1 Introduction 1 2 **Foveation** 6 2.1 Introduction .

of bits, while trying to minimize some weighted **error**. Based on these two studies, we propose two cs.nyu.edu/~yap/visual/home/pub/eechien-thesis.ps.gz

[A Video Transmission System For Low-Bandwidth Remote Driving - DePiero, Noell, Gee \(1993\)](#) [\(Correct\)](#) [\(1 citation\)](#)

a Laplacian pyramid that has been quantized and **foveated**. techniques (F. W. DePiero, T. E. Noell, and T. nature of the ORNL compression system is image **foveation**, which results in reduced detail in the limitation to the effects of channel **errors**. The average data rate of the system is 64,000 www.ee.calpoly.edu/~fdepiero/papers/ldro.ans.ps.gz

[A Neural Network Model Of The Primate Saccadic System - Hafed \(1999\)](#) [\(Correct\)](#)

And Monkey [34]In This Example, The Target Is **Foveated** After The Second Saccade. List Of Figures VII Saccades are rapid eye movements used by humans to **foveate** (bring into central vision) objects of interest layer includes neurons that encode initial motor **error**, while the buildup layer houses cells whose ftp.cim.mcgill.ca/pub/techrep/1999/CIM-99-07.ps.gz

[A Tracking System Integrating Dynamic Accomodation - Batista, Peixoto, Araújo \(1997\)](#) [\(Correct\)](#)

can be obtained through triangulation of fixated **foveated** images. Observing figure 2 and since the measured using stereo triangulation from verged **foveated** images. The effective focal length of both eye will appear in the second image. If there is an **error** in the intrinsic parameters, the features in the www.isr.uc.pt/~batista/MYPUBS/sirs97.ps.gz

9/823, 793

Active Vision and Adaptive Learning - Mark Peters (1996) (Correct)

motion tracking, object tracking, human movement, **foveating** saccades 1 INTRODUCTION This paper describes an event is reported depending on whether it is **foveated** or peripherally located. This must be there was some degree of uncertainty and **error** at the margins of regions, but the overall  
[www.cse.unsw.EDU.AU/~markpeters/publications/ircv1996.ps.gz](http://www.cse.unsw.EDU.AU/~markpeters/publications/ircv1996.ps.gz)

Design of Cnn Filters in Log-Polar Space - Balsi, Cimagalli (Correct)

difference between a usual smart-pixel chip and a **foveated** one is the fact that pixel dimension is uneven, a suitable lens [14]B. Motion Detection by **Foveated** CNNs Optical flow computation is a fundamental this amounts to minimize jointly the two following **error** functions with respect to u and v over the whole  
[tce.ing.uniroma1.it/tce/mbNOLTA98.ps.gz](http://tce.ing.uniroma1.it/tce/mbNOLTA98.ps.gz)

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[Probabilistic Visual Learning for Object Representation - Moghaddam, Pentland \(1996\)](#) [\(Correct\)](#) [\(95 citations\)](#)  
 which employ spatio-temporal changes as cues for **foveation** [1] or other low-level image features such as  
 or normalized correlation. The reconstruction **error** (or residual) of the eigenspace decomposition  
 an effective indicator of similarity. The residual **error** is easily computed using the projection  
[whitechapel.media.mit.edu/pub/OUP/chapter.ps.Z](http://whitechapel.media.mit.edu/pub/OUP/chapter.ps.Z)

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locations as they walk about a room, and provide **foveation** cues to guide an active camera to foveate head  
 and selecting the one with the lowest residual **error** (or "distance-from-feature-space" DFFS) 1 If  
 a partial KL expansion, the residual reconstruction **error** is defined as  $\| \mathbf{x} - \mathbf{M} \mathbf{y} \|_2$   
[whitechapel.media.mit.edu/pub/tech-reports/TR-356.ps.Z](http://whitechapel.media.mit.edu/pub/tech-reports/TR-356.ps.Z)

[Incremental Focus of Attention for Robust Vision-Based Tracking - Toyama, Hager \(1999\)](#) [\(Correct\)](#) [\(3 citations\)](#)

Another way to handle distraction is through **foveation**, effectively blurring the image region around  
 also a representation of the algorithm's margin of **error**. Thus, we have chosen the margin of **error** to be a  
 margin of **error**. Thus, we have chosen the margin of **error** to be a set of states rather than, for example, a  
[ftp.cs.yale.edu/pub/hager/papers/IFA\\_IJCV.ps.gz](http://ftp.cs.yale.edu/pub/hager/papers/IFA_IJCV.ps.gz)

[Some Aspects of Zoom Lens Camera Calibration - Li, Lavest \(1995\)](#) [\(Correct\)](#) [\(9 citations\)](#)

images at different resolution, e.g. simulating **foveation**, focus is used to focus on objects at different  
 of rotation matrix  $R$ ,  $v_x$   $v_y$  are residual **errors** of  $(x \ y)$  and  $(dx \ dy)$  are the distortion  
 B. Multiple Image Calibration One of the major **error** sources in calibration process is the measurement  
[ftp.nada.kth.se/CVAP/reports/LL96-PAMI.ps.Z](http://ftp.nada.kth.se/CVAP/reports/LL96-PAMI.ps.Z)

[Numerical Methods for Model-Based Pose Recovery - Carceroni, Brown \(1997\)](#) [\(Correct\)](#) [\(6 citations\)](#)

to being biologically inspired) is that the **foveation** of the objects of interest increases the  
 and pose recovery. But on the other hand, active **foveation** is a very hard control problem, because of the  
 .63 5.2.6 Sensitivity to Translational **Error** in Initial Solution .63 5.2.7

[hypatia.dcs.qmw.ac.uk/data/edu/cs.rochester.edu/robotics/97.tr659.Numerical\\_methods\\_for\\_model-based\\_pose\\_r](http://hypatia.dcs.qmw.ac.uk/data/edu/cs.rochester.edu/robotics/97.tr659.Numerical_methods_for_model-based_pose_r)

[Active Detection and Classification of Junctions by Foveation .. - Brunnström, al. \(1992\)](#) [\(Correct\)](#) [\(7 citations\)](#)

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[ftp.nada.kth.se/CVAP/scsp/papers/active-det-class-jcns.eccv92.long.ps.Z](http://ftp.nada.kth.se/CVAP/scsp/papers/active-det-class-jcns.eccv92.long.ps.Z)

[Foveation Techniques and Scheduling Issues in Thinwire Visualization - Chang \(1998\)](#) [\(Correct\)](#) [\(1 citation\)](#)

**Foveation Techniques and Scheduling Issues in Thinwire**

iv Acknowledgments v 1 Introduction 1 2 **Foveation** 6 2.1 Introduction .

of bits, while trying to minimize some weighted **error**. Based on these two studies, we propose two  
[cs.nyu.edu/~yap/visual/home/pub/eechien-thesis.ps.gz](http://cs.nyu.edu/~yap/visual/home/pub/eechien-thesis.ps.gz)

[A Video Transmission System For Low-Bandwidth Remote Driving - DePiero, Noell, Gee \(1993\)](#) [\(Correct\)](#)  
[\(1 citation\)](#)

nature of the ORNL compression system is image **foveation**, which results in reduced detail in the  
 at the center of the operator's field of view. **Foveation** reduces bandwidth while still providing the

limitation to the effects of channel **errors**. The average data rate of the system is 64,000  
[www.ee.calpoly.edu/~fdepiero/papers/ldro.ans.ps.gz](http://www.ee.calpoly.edu/~fdepiero/papers/ldro.ans.ps.gz)

A Distributed Systems Architecture for Real-Time Computer Vision - Les Kitchen (Correct)  
parallel processing, multi-resolution processing, **foveation** (focus of attention) and  
[9]namely: model-based prediction/verification, **foveation** (focus of attention) multi-resolution  
that serves to confirm the model. If not, then the **error** can be fed back to correct the model. This  
[krang.vis.mu.oz.au/pub/camera/part94.ps.gz](http://krang.vis.mu.oz.au/pub/camera/part94.ps.gz)

Multi-Agent 3D Motion Tracking and Segmentation Using.. - Cheng, KITCHEN, LIU (Correct)  
[8]namely: model-based prediction/verification, **foveation** (focus of attention) multi-resolution  
the relevant data from the environment. 4.2 **Foveation** (focus of attention) The processing power of a  
level can be fed to the lower level to correct **errors** in the point-wise tracking. One of the important  
[krang.vis.mu.oz.au/pub/camera/ara95.ps.gz](http://krang.vis.mu.oz.au/pub/camera/ara95.ps.gz)

Reinforcement Learning Predicts the Site of Plasticity for.. - Alexandre Pougety (Correct)  
learning signal controlled by visual **foveation**. A hebb rule gated by reinforcement learned to  
then set to 1 for head movements resulting in the **foveation** of the stimulus and to 0.05 otherwise. 2.3  
simulated using backpropagation to broadcast the **error** back through the layers and by constraining the  
[www.giccs.georgetown.edu/~alex/pub/nips95-owl.ps.Z](http://www.giccs.georgetown.edu/~alex/pub/nips95-owl.ps.Z)

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[\[Abstract\]](#) [\[PDF Full-Text \(204 KB\)\]](#) **IEEE CNF****2 Foveation-based error resilience for video transmission over mobile networks***Sanghoon Lee; Podilchuk, C.; Bovik, A.C.;*Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference o  
Volume: 3 , 2000

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[\[Abstract\]](#) [\[PDF Full-Text \(428 KB\)\]](#) **IEEE CNF****3 Foveation scalable video coding with automatic fixation selection***Zhou Wang; Ligang Lu; Bovik, A.C.;*

Image Processing, IEEE Transactions on , Volume: 12 Issue: 2 , Feb. 2003

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[\[Abstract\]](#) [\[PDF Full-Text \(953 KB\)\]](#) **IEEE JNL****4 Foveation by a pulse-coupled neural network***Kinser, J.M.;*

Neural Networks, IEEE Transactions on , Volume: 10 Issue: 3 , May 1999

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, Feb 2003

Page(s): 149 -162

[\[Abstract\]](#) [\[PDF Full-Text \(1589 KB\)\]](#) **IEEE JNL****2 Foveated video compression with optimal rate control***Sanghoon Lee; Pattichis, M.S.; Bovik, A.C.;*

Image Processing, IEEE Transactions on , Volume: 10 Issue: 7 , Jul 2001

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[\[Abstract\]](#) [\[PDF Full-Text \(420 KB\)\]](#) **IEEE JNL****3 Foveated video quality assessment***Sanghoon Lee; Pattichis, M.S.; Bovik, A.C.;*

Multimedia, IEEE Transactions on , Volume: 4 Issue: 1 , Mar 2002

Page(s): 129 -132

[\[Abstract\]](#) [\[PDF Full-Text \(210 KB\)\]](#) **IEEE JNL****4 Foveated video image analysis and compression gain measurements***Sanghoon Lee; Bovik, A.C.;*

Image Analysis and Interpretation, 2000. Proceedings. 4th IEEE Southwest Symposium , 2000

Page(s): 63 -67

[\[Abstract\]](#) [\[PDF Full-Text \(300 KB\)\]](#) **IEEE CNF**

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**5 Rate control of foveated MPEG video**

*Reeves, T.H.; Robinson, J.A.;*

Electrical and Computer Engineering, 1997. IEEE 1997 Canadian Conference on  
Volume: 1, 25-28 May 1997

Page(s): 379 -382 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(500 KB\)\]](#) **IEEE CNF**

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**6 Motion estimation and compensation for foveated video**

*Sanghoon Lee; Bovik, A.C.;*

Image Processing, 1999. ICIP 99. Proceedings. 1999 International Conference  
Volume: 2, 1999

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[\[Abstract\]](#) [\[PDF Full-Text \(444 KB\)\]](#) **IEEE CNF**

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**7 Real-time foveation techniques for H.263 video encoding in software**

*Sheikh, H.R.; Shizhong Liu; Evans, B.L.; Bovik, A.C.;*

Acoustics, Speech, and Signal Processing, 2001. Proceedings. 2001 IEEE International  
Conference on, Volume: 3, 2001

Page(s): 1781 -1784 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(428 KB\)\]](#) **IEEE CNF**

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**8 Foveate wavelet transform for camera motion recovery from videos**

*Jie Wei; Ze-Nian Li;*

Pattern Recognition, 1998. Proceedings. Fourteenth International Conference on  
Volume: 2, 16-20 Aug 1998

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[\[Abstract\]](#) [\[PDF Full-Text \(92 KB\)\]](#) **IEEE CNF**

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**9 Wavelet-based foveated image quality measurement for region of interest image coding**

*Wang, Z.; Bovik, A.C.; Lu, L.;*

Image Processing, 2001. Proceedings. 2001 International Conference on, Volume: 1  
7-10 Oct 2001

Page(s): 89 -92 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(552 KB\)\]](#) **IEEE CNF**

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**10 Very low bit rate foveated video coding for H.263**



*Sanghoon Lee; Bovik, A.C.;*

Acoustics, Speech, and Signal Processing, 1999. ICASSP '99. Proceedings., 1999  
International Conference on , Volume: 6 , 15-19 Mar 1999  
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[\[Abstract\]](#) [\[PDF Full-Text \(356 KB\)\]](#) **IEEE CNF**

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**11 QoS based video delivery with foveation**

*Basu, A.; Cheng, I.;*

Image Processing, 2001. Proceedings. 2001 International Conference on , Volume: 1  
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**12 Foveated multipoint videoconferencing at low bit rates**

*Sheikh, H.R.; Shizhong Liu; Zhou Wang; Bovik, A.C.;*

Acoustics, Speech, and Signal Processing, 2002 IEEE International Conference  
Volume: 2 , 12-17 May 2002  
Page(s): 2069 -2072

[\[Abstract\]](#) [\[PDF Full-Text \(581 KB\)\]](#) **IEEE CNF**

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**13 Low delay foveated visual communications over wireless channels**

*Sanghoon Lee; Bovik, A.C.; Young Yong Kim;*

Image Processing, 1999. ICIP 99. Proceedings. 1999 International Conference  
Volume: 3 , 1999  
Page(s): 90 -94 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(506 KB\)\]](#) **IEEE CNF**

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**14 Foveation-based error resilience for video transmission over mobile networks**

*Sanghoon Lee; Podilchuk, C.; Bovik, A.C.;*

Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference on  
Volume: 3 , 2000  
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[\[Abstract\]](#) [\[PDF Full-Text \(428 KB\)\]](#) **IEEE CNF**

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**15 Rate scalable video coding using a foveation-based human visual system model**

*Zhou Wang; Ligang Lu; Bovik, A.C.;*

Acoustics, Speech, and Signal Processing, 2001. Proceedings. 2001 IEEE International  
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**16 Visual pattern image sequence coding**

*Silsbee, P.L.; Bovik, A.C.; Dapang Chen;*

Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 3 I  
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Page(s): 291 -301

[\[Abstract\]](#) [\[PDF Full-Text \(1112 KB\)\]](#) **IEEE JNL**

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**17 Improving image and video transmission quality over ATM with fovea prioritization and priority dithering**

*Wiebe, K.J.; Basu, A.;*

Pattern Recognition, 1996., Proceedings of the 13th International Conference c  
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**18 Rate control for foveated MPEG/H.263 video**

*Lee, S.; Pattichis, M.S.; Bovik, A.C.;*

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**19 Statistical modeling and performance characterization of a real-time camera surveillance system**

*Greiffenhagen, M.; Ramesh, V.; Comaniciu, D.; Niemann, H.;*

Computer Vision and Pattern Recognition, 2000. Proceedings. IEEE Conference  
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**20 On active camera control and camera motion recovery with foveate wavelet transform**

*Wei, J.; Li, Z.-N.;*

Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 23 I  
, Aug 2001

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**21 A novel motion-based active video indexing method**

*Jie Wei; Ze-Nian Li; Gertner, I.;*

Multimedia Computing and Systems, 1999. IEEE International Conference on ,  
Volume: 2 , Jul 1999

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**22 Object tracking with a moving camera**

*Burt, P.J.; Bergen, J.R.; Hingorani, R.; Kolczynski, R.; Lee, W.A.; Leung, A.; Lu  
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Visual Motion, 1989., Proceedings. Workshop on , 20-22 Mar 1989

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**23 Simulation of a phosphene field based visual prosthesis**

*Cha, K.; Horch, K.W.; Normann, R.A.;*

Systems, Man and Cybernetics, 1990. Conference Proceedings., IEEE Internati  
Conference on , 4-7 Nov 1990

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**24 The SENROB vision-system and its philosophy**

*Hartmann, G.; Drue, S.; Dunker, J.; Krauter, K.O.; Mertsching, B.; Seidenberg  
Pattern Recognition, 1994. Vol. 2 - Conference B: Computer Vision & Image  
Processing., Proceedings of the 12th IAPR International. Conference on , Volum  
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**25 Control of a camera for active vision: foveated vision, smooth tracking  
saccade**

*Rotstein, H.; Rivlin, E.;*

Control Applications, 1996., Proceedings of the 1996 IEEE International Confer  
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